

GAME BOY ADVANCE

AGB-A60E-USA

# Onimusha Tactics™



INSTRUCTION BOOKLET

CAPCOM



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**▲ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.





## **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN

TM



Mild Violence  
Suggestive Themes

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

Official

**Nintendo**

Seal of Quality

®

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**CAPCOM**

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD., 2003. © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. ONIMUSHA TACTICS is a trademark of CAPCOM CO., LTD.

The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY

**Nintendo**®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**





Oni Blood...Oni Gauntlet	3
Characters	4
Controls	6
Getting Started	8
Main Menu Game Modes	8
Game Progression	9
World Map	11
Before Going into Battle	11
Combat Readiness	12
Combat Status Screen	16
Combat	18
Combat Screen	18
Commanding Your Unit	19
Viewing Enemy Unit Status	19
Combat Commands	20
Casualties: Abnormal Conditions	21
System Menu	22
Combat Evaluation	25
Equipment and Upgrades	26
Weapons	26
Defense Tools	28
Accessories	28
Health Items	29
Special Skills	30
All Things Capcom	33
Credits	34

**REGISTER ONLINE AT**  
**WWW.CAPCOM.COM**







A background illustration of a samurai warrior, Onimaru, in traditional armor. He is holding a long katana with both hands, angled upwards. The style is a soft, painterly illustration with a warm, yellowish-green color palette. The warrior has a shaved head and a small goatee.

# ONI BLOOD...ONI GAUNTLET

The fearless warrior youth Onimaru hears word that his home, Iga, is in grave danger. Like the wind, he rushes home. "Please let them be alive!"

Once inside his village, Onimaru comes face to face with a group of grotesque demon-like characters — Genma! What is this?

Finally, Onimaru is reunited with Iga's Ninja chief, Sandayu Momochi, and his sister, Oboro. The wise Sandayu tells the young warrior of the ongoing terror caused by the Genma King, Nobunaga Oda.

Then Sandayu reveals to Onimaru his ultimate destiny. A descendant of the mythical Oni Tribe, Onimaru must meet his destiny head on and fight the evil Genma armies. Sandayu bestows upon Onimaru the legendary Oni Gauntlet, a mystical glove with powers to aid him in his quest.

Onimaru bows his head. His fate is clear. He must go and fight the evil warlord and his hordes of Genma!



# CHARACTERS



**ONIMARU** – This budding Samurai, actually a young prince of the Oni Clan, wields the awesome Oni Gauntlet that can fight Nobunaga's minions.

**OBORO** – Onimaru's sister also carries the Oni Clan family blood and learns a secret power to combat the enemy.

**SANDAYU MOMOCHI** – Chief of Iga, Sandayu raised the orphaned Onimaru and Oboro from childhood.

**AGEHA** – This other-worldly figure strangely appears everywhere Onimaru goes. Her identity and purpose are a deep mystery.

**MAGDICH SAIGA** – This skillful gunman is a respected leader of the Kishyuu Saiga (Saiga Marksmen) people.

**FUMA KOTARO** – The headman of Kitajyou Ninja army corps is an outstanding Ninja.

**EKEI** – Being a carouser and party animal doesn't stop Ekei from also being an expert gunman.



**NOBUNAGA ODA** – The King of Genma and an unvanquished warlord has vowed to conquer the Earth.

**HIDEYOSHI HASHIBA** – Nobunaga's right-hand man is no Genma. His bond is his fanatical loyalty to the King.

**MITSUHIDE AKECHI** – Another of Nobunaga's loyal right-hand men, Mitsuhide is here by his own design. Or is he?

**KEFECK** – He looks frail, but don't be fooled. Kefeck can defend himself with many surprising tricks.

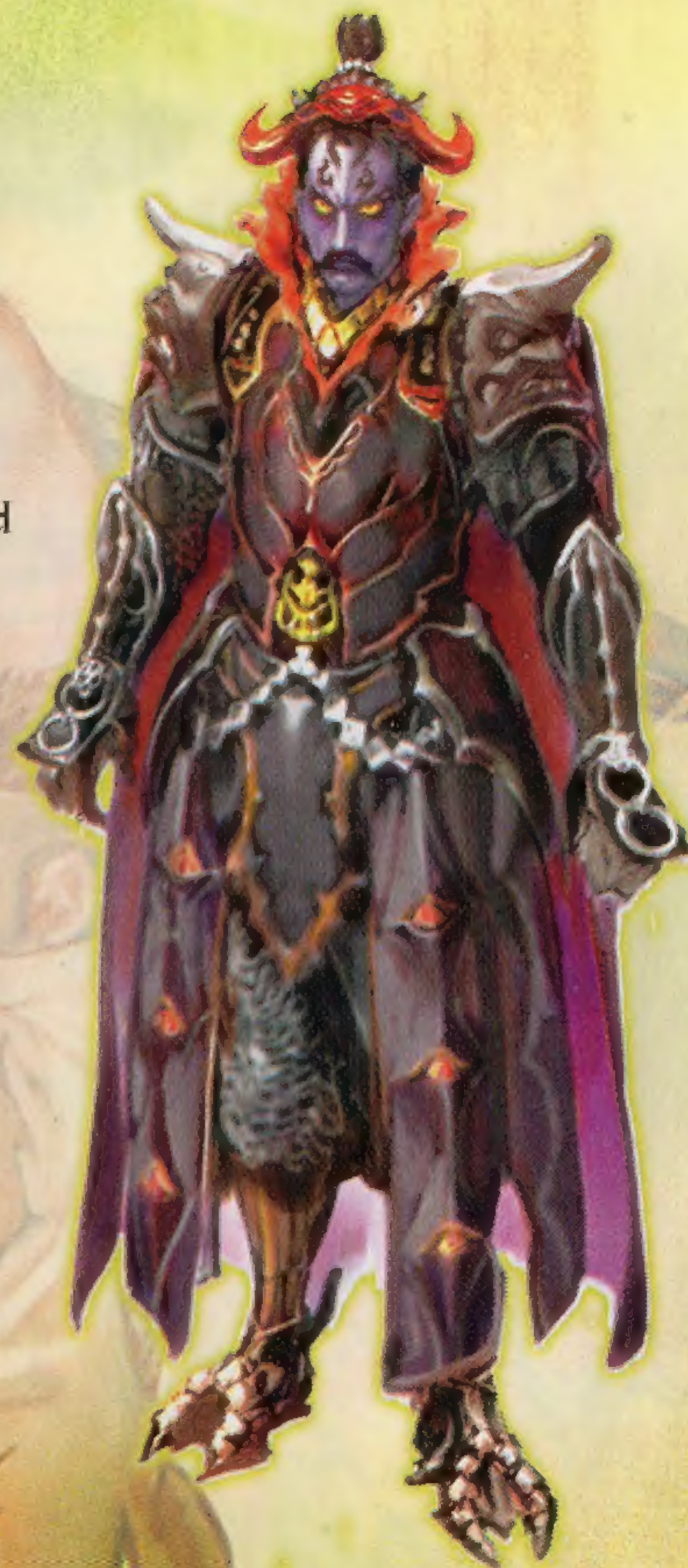
**GYUROSSOSS** – His unique tongue attack is as strange as his top-heavy umbrella head.

**JAHINOON** – Though almost human, Jahinoon has two powerful swords in place of hands.

**GENMA BISTORA** – His four hands attack with enormous force.

**KINMEZUNA** – He has a special power to recover hit points (HP).

**MEDOZAIM** – This Genma's hands have long tentacles that stretch and shrink. He uses them like powerful whips.





# CONTROLS

## MENU CONTROLS

### CONTROL PAD

- Highlight menu options.

### SELECT

- See detailed information about selected options.

### START or A BUTTON

- Confirm.

### B BUTTON

- Cancel.







## EXPLORATION CONTROLS

### L BUTTON

- Cycle through characters (counterclockwise).

### R BUTTON

- Cycle through characters (clockwise).

### SELECT

- See detailed information about selected items or special moves.

### A BUTTON

- Select items.

### B BUTTON

- Quit game.

## COMBAT CONTROLS

### CONTROL PAD

- Move characters.

### L BUTTON

- Review the last conversation.

### A BUTTON

- Send messages.

### SELECT

- See detailed information about selected characters (friend or foe).
- Open the Item Organization screen.

### START

- Open the System Menu.

### B BUTTON

- Quit the game.



# GETTING STARTED

When you turn the power on, the movie starts playing. When you're ready, press START. You'll see the Title screen and Main Menu of game modes.

Use the Control Pad to choose an option. Then press START or the A or B Button.

## MAIN MENU GAME MODES

- **NEW GAME** – Play the story line from the beginning.
- **LOAD GAME** – Resume a game you previously played and saved. (See page 11 for information on saving game data.)
- **OPTIONS** – Set the following options to the way you want to play. Press the Control Pad  $\blacktriangle/\blacktriangledown$  to select items; press  $\blacktriangleleft/\blacktriangleright$  to change the setting.
  - ▼ **MESSAGE DISPLAY SPEED** – Adjust the speed of the automatic conversation display.
  - ▼ **UNIT MOVEMENT SPEED** – Set the speed of your units during combat.
  - ▼ **BGM PERFORMANCE** – Turn background music ON/OFF.

Press the A Button and choose ACCEPT to confirm your changes.

Choose CANCEL to close the menu without making changes. Choose RETURN to continue making setting changes.







## GAME PROGRESSION

This game tells a story. As you progress through each stage, you learn more about the characters and events. Your actions determine your success in unraveling the tale, defeating Genma, and destroying evil!

### ► MISSIONS

Each stage has a mission. You must complete the tasks set before you in order to clear the mission and advance.

### ► YOUR ARMY

In the beginning stages, you meet up with many characters. You can decide which of them you want to include in your army. You can bring together up to eight warriors, each with different skills and battle specialties. Your selection of comrades and how you use them in battle will determine the fate of Onimaru and Oboro.

### ► EQUIPMENT

Throughout the stages you can collect many different pieces of equipment. These can increase your powers. Learn their uses. Always try to keep in mind what you have and how it can help you through whatever circumstances and dangers you encounter.

### ► GENMA STONES

As you progress through battles, you will gain Genma Stones. Collect these valuable stones and combine them to create new items.







## WORLD MAP

The World Map appears when you enter each new stage. Use the Control Pad to highlight one of the following options, and press the A Button to confirm your selection.

- **START** – Proceed to the combat map.

As the story progresses, you may be able to go to a secret map!

### ➤ **SAVE/LOAD**

- ▼ **SAVE** – Save the current game. Use the Control Pad to select an open block and press the A Button to confirm and save the current game. You can over-write old data by choosing a block with a previously saved game. Once you over-write data, you cannot retrieve it.
- ▼ **LOAD** – Resume a previously saved game. Use the Control Pad to select a block of saved data and press the A Button. You will resume the game at the point where it was saved.

## BEFORE GOING INTO BATTLE ...

You are going into battle with the fierce forces of Nobunaga's hordes. You may be victorious, or you may fail.

- Use your weapons and powers to fight as hard and as smart as you can.
- Bring different members of your party into combat to take advantage of their skills and strengths.
- Learn from your mistakes. Observe how the warriors of both friendly and enemy forces fight and what happens to them. Then do better the next time.
- If you fail, quickly use beneficial spells to heal wounded warriors and recover your strength.



# COMBAT READINESS



The Combat Map is the main environment of the game. The story progresses here through combat and conversation.

## ► STORY PROGRESSION

The story unfolds in dialog with other characters, both before and after combat. To review the last conversation, press the L Button.



## ► STANDBY FOR COMBAT

With the Control Pad, highlight the Character window and then change the character shown. Press the A Button and choose SELECT to put that character in standby for battle. Choose CANCEL if you don't want that character to be in the battle.

For some characters, including Onimaru, the Cancel option is not available. These characters must participate in the battle.





## ➤ READY YOUR WEAPONS AND EQUIPMENT

Each character has an arsenal of weapons (which you can add to as you acquire new equipment). The weapons available for battle depend on which character is selected.

- ▼ To change your equipped weapon, highlight the Equipment window and press the A Button. Choose a weapon from the list and press the A Button.
- ▼ Choose armor and accessories in the same way.
- ▼ Remove a weapon or item by choosing the REMOVE option (if available).



## ➤ ENHANCE WEAPONS AND EQUIPMENT

Exchange the Soul acquired from fallen enemies for your weapons and armor. Then:

- ▼ If an item can be improved, you will see an Enhance option when that item is selected.
- ▼ Highlight ENHANCE and press the A Button to power-up your item.





### ► CREATE ITEMS

When you defeat enemies, you may gain Genma Stones.

- ▼ Press SELECT to open the Item Organization screen.
- ▼ Select a recipe with the Control Pad. Your selection determines what kind of item will be created.
- ▼ Press the A Button to confirm and complete the item.

### ► INVENTORY

You may need to confirm items that are not equipped. To do that:

- ▼ With a character selected, choose INVENTORY.
- ▼ Items are divided into Weapons, Armor, Accessories and Disposable Items. Press the Control Pad ◀/▶ to choose a category, and press ▲/▼ to choose an individual item.
- ▼ Press the A Button to confirm.

### ► PROCEED TO COMBAT

Once you are ready for battle:

- ▼ From the main Combat Map, press START to open a menu.
- ▼ Use the Control Pad to highlight the option you want, and press the A Button to confirm.





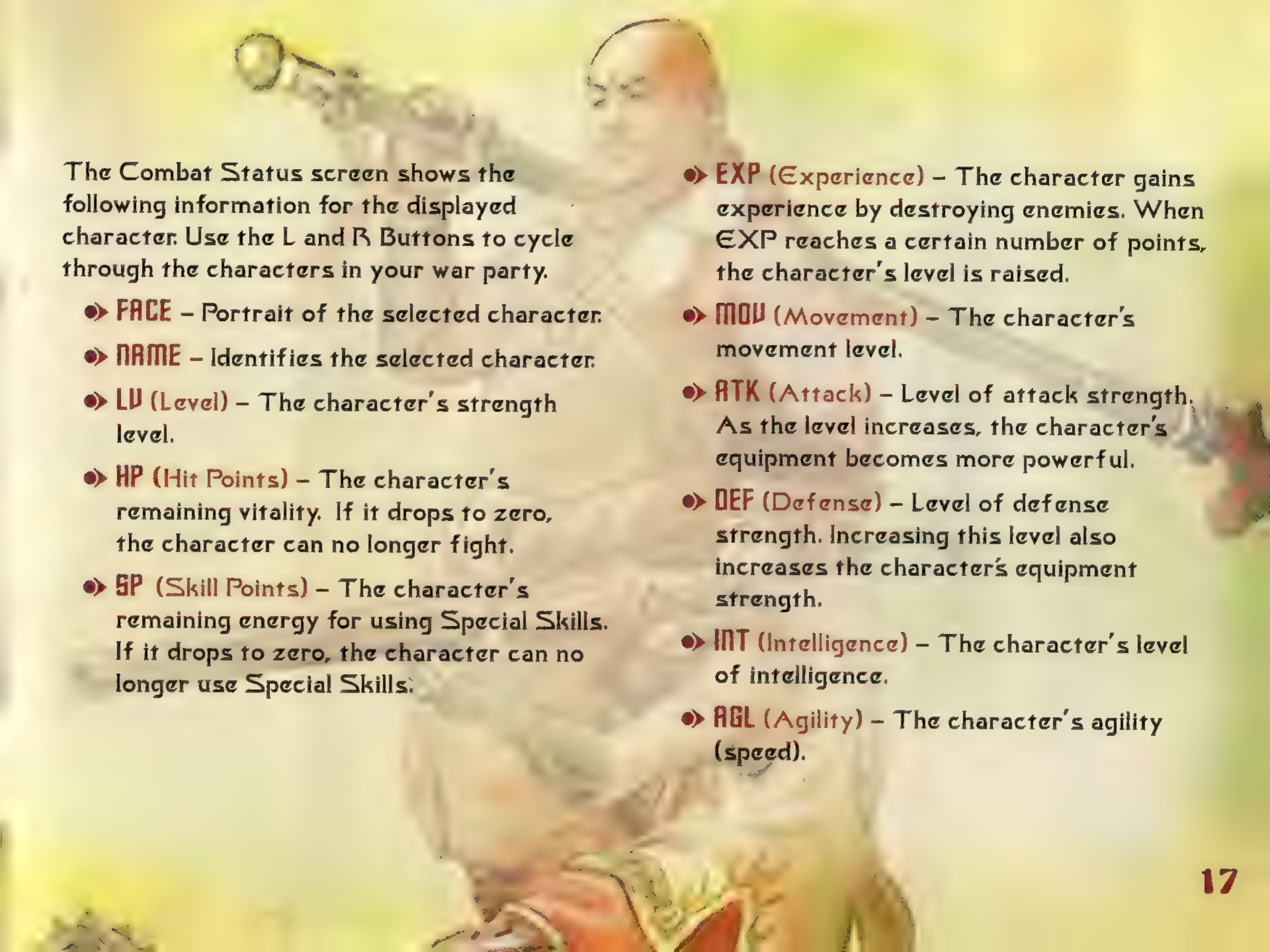


# COMBAT STATUS SCREEN



	LV. 8	MOV 5	ATK	35
	JUDO U		DEF	25
	MP	88/80	INT	25
	SP	77/27	SPD	20
<div> <div>              Skill 1              Skill 2              Skill 3              Skill 4              Skill 5 </div> <div>             Skill 6              Skill 7              Skill 8              Skill 9              Skill 10 </div> </div>				
O-BACK				





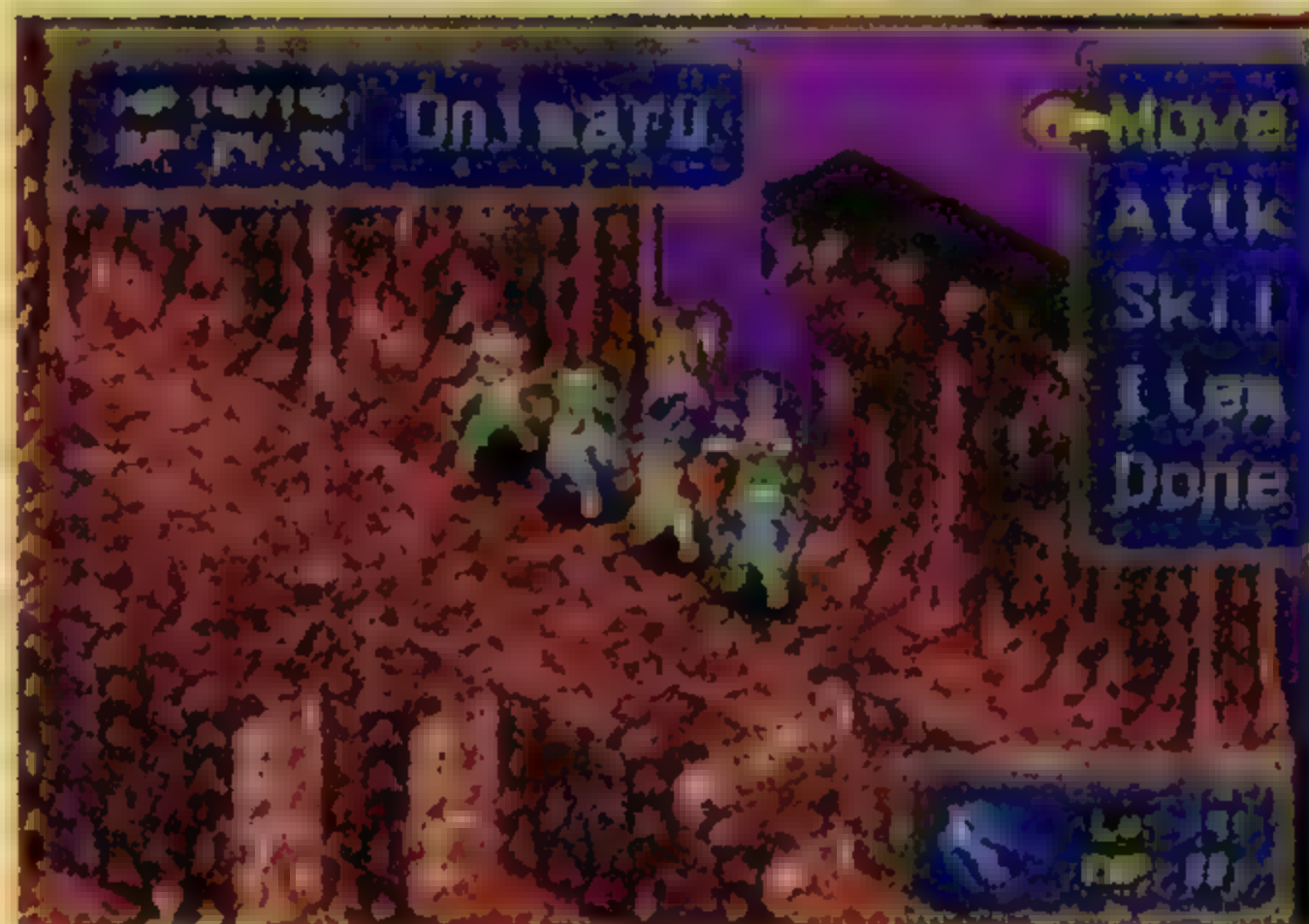
The Combat Status screen shows the following information for the displayed character. Use the L and R Buttons to cycle through the characters in your war party.

- **FACE** – Portrait of the selected character.
- **NAME** – Identifies the selected character.
- **LV (Level)** – The character's strength level.
- **HP (Hit Points)** – The character's remaining vitality. If it drops to zero, the character can no longer fight.
- **SP (Skill Points)** – The character's remaining energy for using Special Skills. If it drops to zero, the character can no longer use Special Skills.

- **EXP (Experience)** – The character gains experience by destroying enemies. When EXP reaches a certain number of points, the character's level is raised.
- **MOV (Movement)** – The character's movement level.
- **ATK (Attack)** – Level of attack strength. As the level increases, the character's equipment becomes more powerful.
- **DEF (Defense)** – Level of defense strength. Increasing this level also increases the character's equipment strength.
- **INT (Intelligence)** – The character's level of intelligence.
- **AGL (Agility)** – The character's agility (speed).



# COMBAT



## COMBAT SCREEN



As combat progresses, your side and the enemy forces take turns fighting. A series of two attacks, one by each side, is one combat round.

- **COMMAND WINDOW** – Use this to give your combat order.
- **CURSOR** – Use this to select your combat unit (the character who will fight).
- **UNIT** – A fighting player. A unit can be either your character or an enemy soldier.
- **HEIGHT** – Ground height at cursor's location.
- **UNIT STATUS** – Data on selected unit.



## COMMANDING YOUR UNIT

When you select your own combat unit, you will see the Unit Status on the Combat screen.

- Press the A Button to open the Command List.
- Press the Control Pad / to highlight a command.
- Press the A Button to send that command to your unit.

Command explanations begin on page 20.

## VIEWING ENEMY UNIT STATUS

When you select an enemy combat unit, you will see that unit's area of movement and Unit Status. You cannot control enemy units or send them commands.







## COMBAT COMMANDS

### ► MOVEMENT

Select your unit's location. Use the Control Pad to move the cursor to different spots, and press the A Button to move your unit there.

### ► ATTACK

You will see the attack area for your selected unit. Use the Control Pad to select the enemy within that area that you want to target, and press the A Button to attack. Before you press the A Button to attack, you can press the B Button to negate the command. This type of attack does not use SP.

### ► SPECIAL SKILLS

You will see the Special Skills available for your selected unit. Use the Control Pad to select an appropriate skill, select the target, and press the A Button to activate the skill.

### ► ITEMS

You will see the Items available for your selected unit. Use the Control Pad to select an appropriate Item and press the A Button to put it into action.

### ► ISSEN

Issen is an extremely strong counterattack. It becomes available randomly when your unit is equipped with sword, spear or axe. When available, the Issen command will appear at the bottom of the menu. Select ISSEN and press the A Button to enforce it.



## CASUALTIES: ABNORMAL CONDITIONS

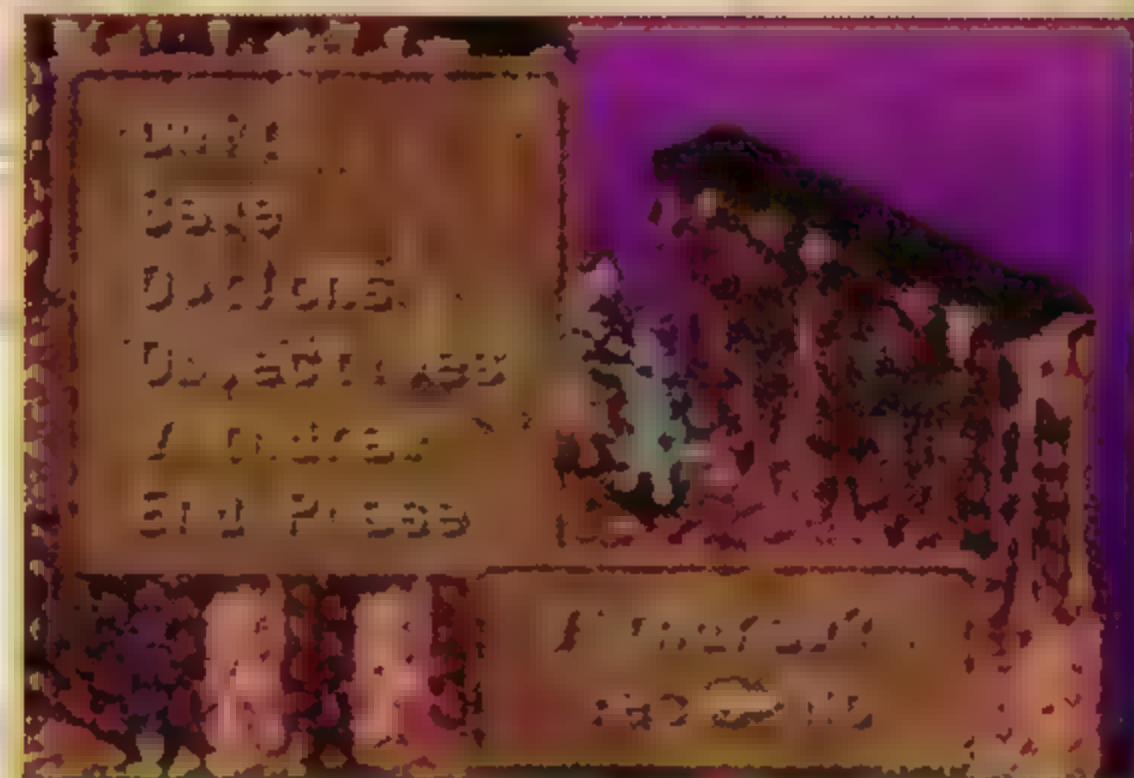
Your unit may be injured during combat, and fall victim to an abnormal condition with the following consequences:

- **PARALYSIS** – The unit cannot move for five rounds.
- **SLEEP** – The unit cannot move for two rounds.
- **SPELL** – The unit attacks for only two more rounds.
- **CONFUSION** – The unit will move around erratically beyond your control for five rounds.
- **DEADLY POISON** – For five rounds the unit's attack power is reduced by half and the unit incurs continuous damage.





# SYSTEM MENU



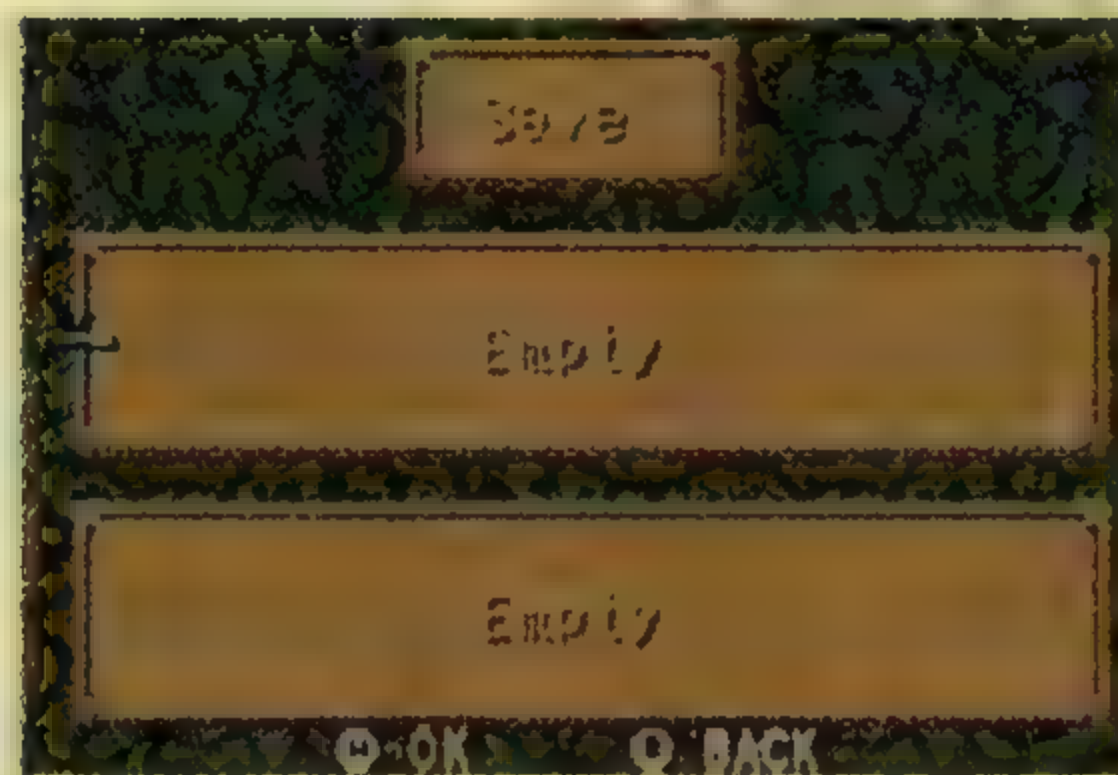
During your turn in combat, you can press **START** to open the System Menu. Here you can make adjustments to the combat settings, save your game, or terminate the fighting. Use the Control Pad to make your selection and press the **A Button** to confirm. To return to combat, press the **B Button**.

## ► UNIT LIST

View information on a selected unit.

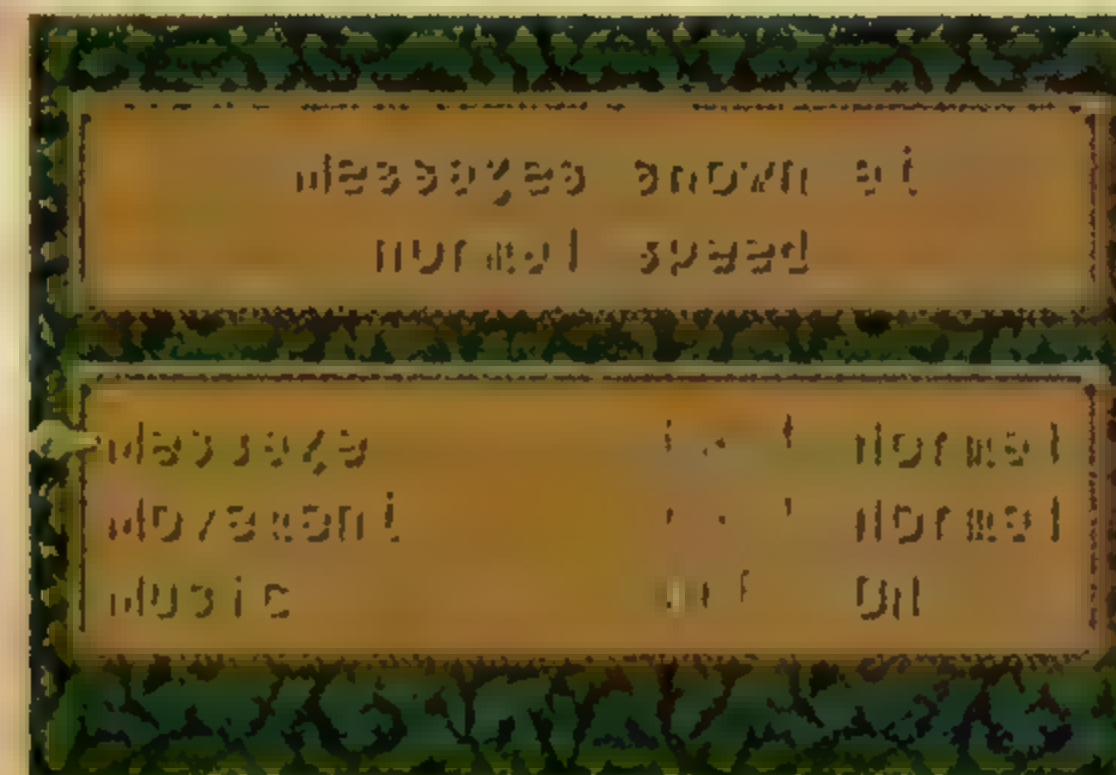
- ▼ Use the Control Pad to select a unit and open a status window.
- ▼ Press the **A Button** to switch to a view of your unit's equipment condition and Special Skill information.
- ▼ You can only view information on these screens; you cannot change or enhance equipment.





## ► SAVE

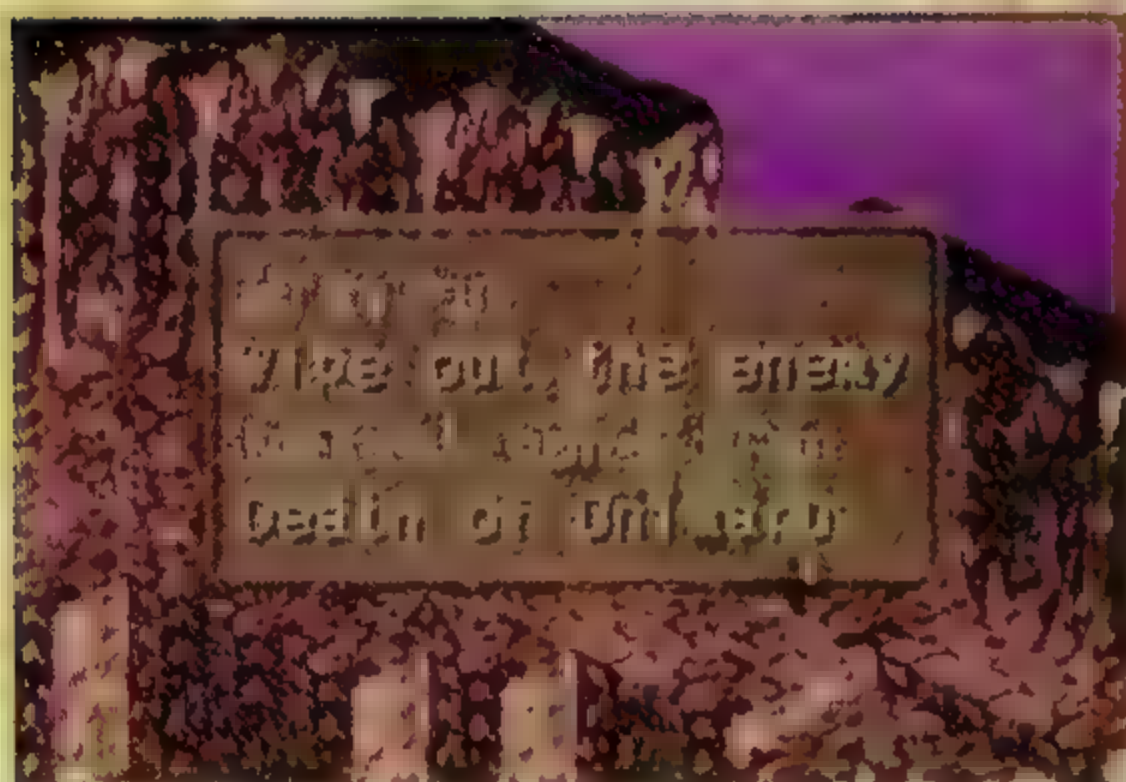
- ▼ Save your combat data. Then you'll have the option of quitting the game and returning to the Title screen.
- ▼ Resume saved game data by selecting LOAD GAME on the Title screen.
- ▼ Do not turn off the power or remove the Game Pak while saving data, as doing so may corrupt or destroy the saved game data.



## ► OPTIONS

Here you can adjust game options during combat. The in-game Options Menu is the same as the pre-game menu accessed from the Main Menu. For information, see page 8.





### ► OBJECTIVES

View the mission requirements for clearing the current stage. Press the A Button to return to the System Menu.

### ► WITHDRAW

Retreat from combat while preserving any Experience, Items and Souls you've earned. Doing this allows you to replay the stage. Highlight YES in the confirmation box and press the A Button to return to the World Map.



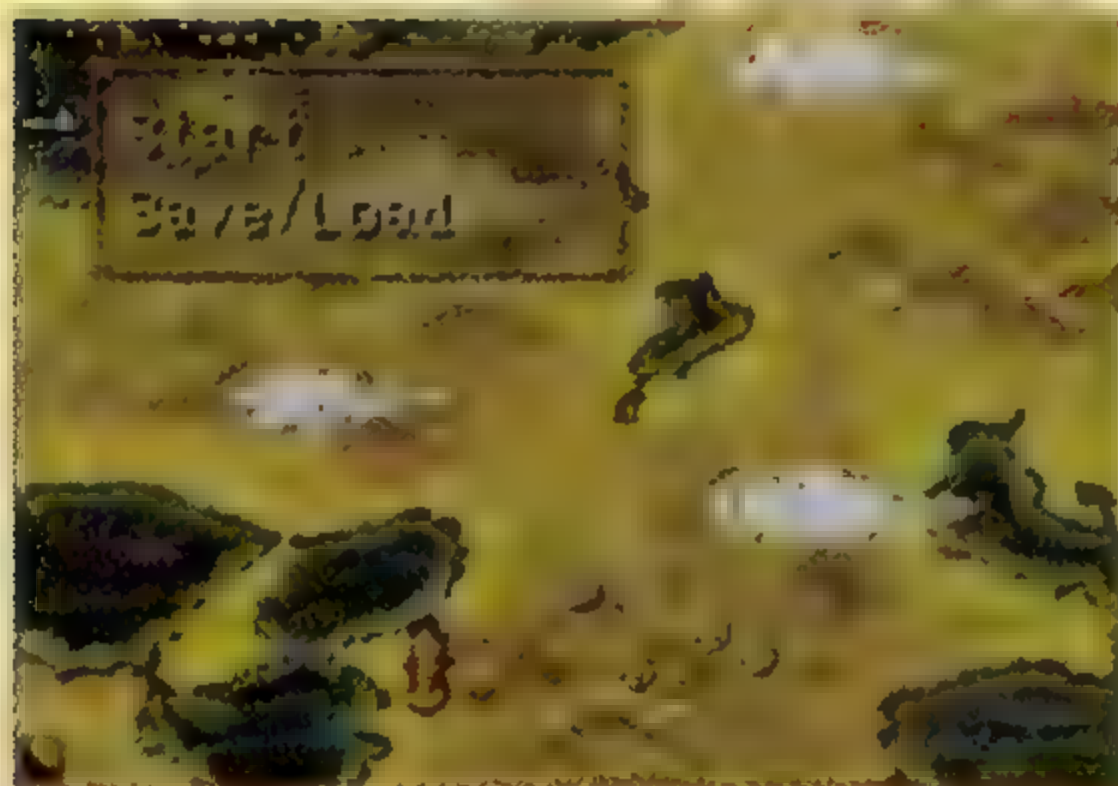
### ► END PHASE

When you still have combat-ready units left but don't want to continue fighting, you can quit your turn. Choose this item, highlight YES in the confirmation box and press the A Button to end your turn and move on to the enemy's turn in the round.





# COMBAT EVALUATION



When combat is finally over, the following screens may appear:

## ► STAGE CLEAR

When you fulfill all the mission tasks, the Stage Clear screen will open. The higher your score, the better chance you have of receiving more Genma Stone recipes.

## ► NEXT STAGE

If you won the battle, the World Map will appear so that you can proceed to the next stage.

## ► COMBAT SCORE

You will receive a combat score regardless of whether you win or lose. Your score is a calculation of the total damage you inflicted, and the total damage you received.



# EQUIPMENT AND UPGRADES

## WEAPONS

Upgraded weapons increase your attack power.

### SWORDS

Swords are a fine balance of offensive and defensive energy. While using them, you may become more vulnerable to enemy attacks.

The key to victory is to take out the enemy fast!

- ▼ **Short Sword** – Common type of short sword.
- ▼ **Katana** – Normal sword used by Samurai.
- ▼ **Samurai Sword** – Carefully crafted by artisans.
- ▼ **Tiger Fang** – A sword like the fang of a blood-thirsty beast.

### SPEARS

Use the length of the spear to attack. These weapons are not effective for short-range defense.

- ▼ **Spear** – Normal spear.
- ▼ **Sickle Spear** – Features a scythe for increased attack power.

- ▼ **Great Spear** – Its blade alone is over 30 inches long!
- ▼ **Dragon's Tooth** – A fearsome red spike.

### AXES

Axes have hefty attack power, but their hit probability is low.

- ▼ **Hand Axe** – Small axe for mine work.
- ▼ **Broad Axe** – Has enough destructive power to smash jewels.
- ▼ **Battle Axe** – Crafted for use in battle.
- ▼ **Rock Breaker** – Better suited to striking than slicing.

### BOWS

Bows are best for long-range attacks.

- ▼ **Wooden Bow** – Simply constructed, with little power.
- ▼ **Long Bow** – Standard bow.
- ▼ **Power Bow** – Powerful bow featuring a number of improvements.
- ▼ **Lustrous Bow** – A strangely grotesque bow.



## GUNS

Use these weapons to fire on long-range targets. If blockades or other units are positioned between you and the target, you will not be able to make a gun attack.

- ▼ **Handgun** – A gun fired with one hand.
- ▼ **Musket** – Standard gun also known as a Nakazutsu.
- ▼ **Grenade Gun** – Big gun with enhanced power.
- ▼ **Blast Gun** – Long, heavy rifle with enhanced power.

## NINJA WEAPONS

By sacrificing defense power, Ninjas gain rapid movement and attack power. Use other units to defend and provide support.

- ▼ **Ninja Dagger** – Small sword used by Ninjas.
- ▼ **Ninja Sword** – Standard Ninja sword.
- ▼ **Ninja Star** – Throwing knife used by Ninjas.
- ▼ **Wedge Knife** – Powerful wedge-shaped throwing knife.







## DEFENSE TOOLS

This equipment increases your defensive power.

- ▼ **Half Plate** – Simple, mass-produced protective gear.
- ▼ **Double Plate** – Sturdy upper-body armor worn by warriors.
- ▼ **Lion Armor** – Strong armor that enhances abilities.
- ▼ **Kimono** – Don't expect too much defense power!
- ▼ **Sacred Clothes** – Clothes for psychics who exorcise demons.
- ▼ **Yin-Yang Wear** – Protected by the power of Yin and Yang.
- ▼ **Ninja's Wear** – Clothes for espionage rather than defense.
- ▼ **Chain Mail** – Protective Ninja gear woven from chains.
- ▼ **Secret Attire** – Very tough Ninja wear.

## ACCESSORIES

Accessories become useful as soon as they are equipped.

- ▼ **Blue Bracelet** – Increases max HP when worn.
- ▼ **Red Bracelet** – Increases max SP when worn.
- ▼ **Blue Orb Trim** – Periodically increases a little HP.
- ▼ **Telescope** – Improves attack-hit ratio.
- ▼ **Twisted Band** – Increases the chances of warding off an attack.
- ▼ **Crystal Bracelet** – Decreases SP consumption by half.
- ▼ **Recovery Tag** – Recovers once from the inability to fight.



## HEALTH ITEMS

These items are essential to your well-being.

- **Herb** – Nutritious herb restores HP
- **Medicine** – Based on medicinal herbs, restores some HP
- **Divine Nectar** – Secret Ninja medicine restores full HP
- ▼ **Magic Water** – Magic solution restores some SP
- ▼ **Magic Potion** – Mature Magic Water restores SP
- ▼ **Care Medicine** – Helps characters recover from malfunctions.
- ▼ **Perfect Medicine** – Fully restores HP and SP and recovers from malfunctions.
- **Power Orb** – Slightly increases maximum HP
- ▼ **Magic Orb** – Slightly increases maximum SP





# SPECIAL SKILLS

Use these combat commands instead of SP for special results.

## SPECIAL SWORD SKILLS

- ▼ **God of Thunder** – Attack one enemy with a thunderstrike.
- ▼ **Phoenix** – Attack one enemy with a firestrike.
- ▼ **God of Wind** – Attack one enemy with a wind strike.
- ▼ **Double Slice** – Attack one enemy with two continuous slashes.

## SPECIAL SPEAR SKILLS

- ▼ **Triple Stab** – Run through up to three enemies lined up in a row!
- ▼ **Double Flash** – Shoot out a shockwave to the front and back.
- ▼ **Twin Thrust** – Attack enemies to the front and back simultaneously.

## SPECIAL AXE SKILLS

- ▼ **Smash Down** – High-powered attack on one enemy.
- ▼ **Full Smash** – Full power attack on one enemy.
- ▼ **Head Butt** – Send one enemy flying!
- ▼ **Critical Strike** – Attack one enemy's vital zone.

## SPECIAL GUN SKILLS

- ▼ **Sniper Attack** – Attack one enemy's vital zone from a distance.
- ▼ **Assassin** – Destroy one enemy instantly from a distance.
- ▼ **Double Shot** – Fire double long-range shots.
- ▼ **Triple Shot** – Fire triple long-range shots.

## SPECIAL BOW SKILLS

- ▼ **Arrow of Thunder** – Attack with thunder.
- ▼ **Phoenix Arrow** – Attack with fire.
- ▼ **Arrow of Wind** – Attack with wind.
- ▼ **Arrow of Sleep** – Force one enemy to sleep.





## SPECIAL NINJA MOVES

- ▼ **Leave Stranded** – Leave one enemy stranded at one place.
- ▼ **Stop Dead** – Leave one enemy stranded and attack.
- ▼ **Pocket Search** – Take the possessions of one enemy.

## SPECIAL ATTACK SPELLS

- ▼ **Wrath of God** – Strong shockwave attack on one distant enemy.
- ▼ **Fire of Purgatory** – Fire attack on one distant enemy.
- ▼ **Whirlwind** – Wind attack on one distant enemy.
- ▼ **Summon Thunder** – Thunder attack on one distant enemy.

## SPECIAL RECOVER & SPELLS

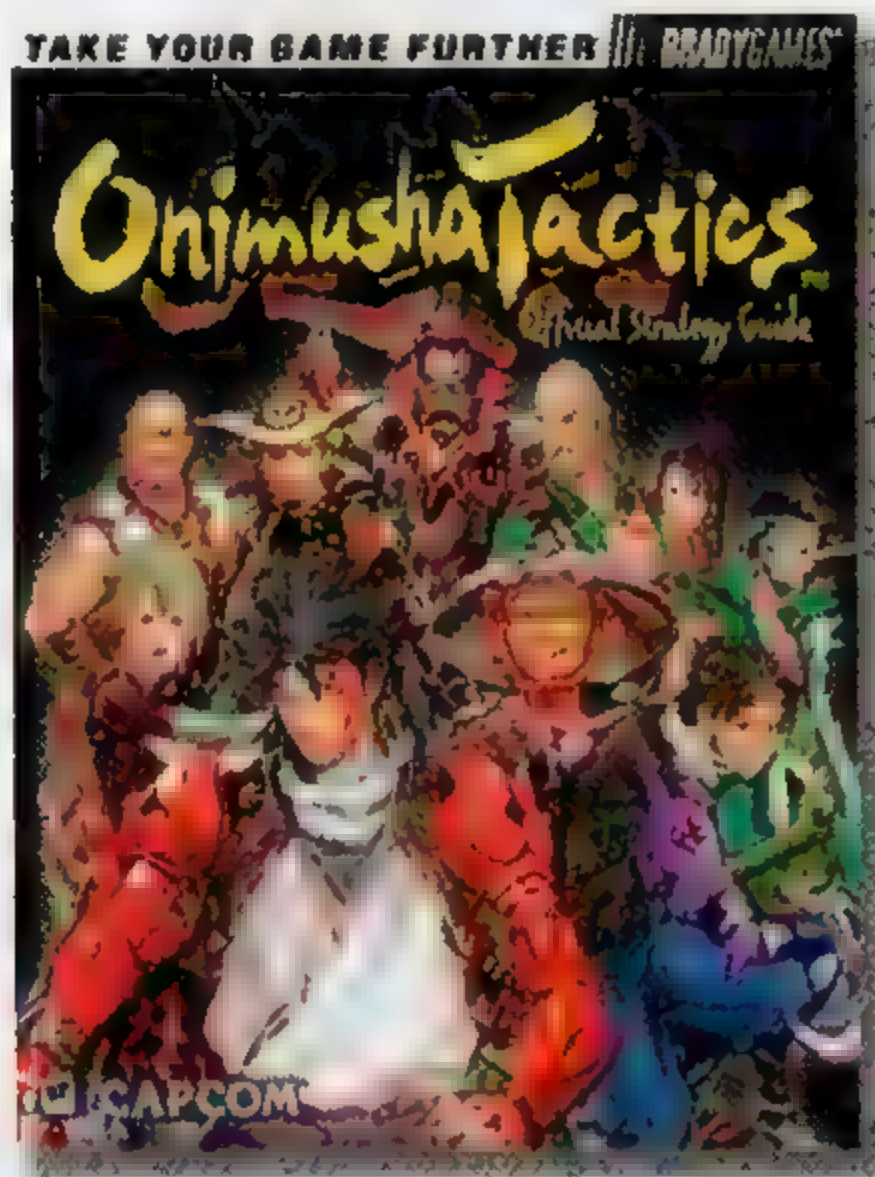
- ▼ **Minor Recovery** – Restore HP to one ally.
- ▼ **Major Recovery** – Restore HP to multiple allies.
- ▼ **Recover Health** – Restore one ally's condition to normal.
- ▼ **Strongman Mode** – Increase one ally's attack power.



TAKE YOUR GAME FURTHER

BRADYGAMES

# DEFEAT THE EVIL GENMA FORCES...



with the Official Strategy Guide  
from BradyGames!

- Step-by-Step Walkthrough!
- Expert Strategies for Upgrading Character Abilities and Equipment!
- Unbeatable Boss and Battle Tactics!
- Game Secrets Revealed!



To purchase BradyGames' *Onimusha Tactics™ Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at [bradygames.com](http://bradygames.com).

**CAPCOM®**

**BRADYGAMES®**  
TAKE YOUR GAME FURTHER

ISBN: 0-7440-0233-8    UPC: 7-52073-00233-6

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK



# ALL THINGS CAPCOM



<http://www.capcom.com>



Capcom.com is your one stop shop for all things Capcom! It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.

## CAPCOM®





# CREDITS

## MANUAL

Hanshaw Ink & Image

## MARKETING

Todd Thorson, Sean Mylett, Bonnie Scott, Jack Symon,  
Robert Johnson, Nate Williams, Rey Jimenez

## CREATIVE SERVICES

Jennifer Deauville

## PACKAGE DESIGN

Michi Morita

## TRANSLATION

Nancy Ding

## PUBLIC RELATIONS

Melinda Mongelluzzo, Carrie Root, Arne Cual

## SPECIAL THANKS

Bill Gardner, Robert Lindsey, Philip Navidad

# CAPCOM®

## 1-900-976-3343

### CAPCOM HINT LINE

Hints are available: \$.99 per minute for 24-hr. pre-recorded information. \$1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.





## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.





Capcom Entertainment, Inc.  
475 Oakmead Parkway, Sunnyvale, CA 94085

PRINTED IN USA